ABSTRACT OF THE DISCLOSURE

A video collection engine interfaces to one or more content providers, such as movie production or rental companies, downloadable audio outlets, software or software update sources, or other providers. The collection engine initiates a content transfer from one or more content providers on a periodic, demand-based or other basis to a local content store. The local content store may be cohosted in a DSLAM, cable headend or other local networking or communications facility and is generated and managed by the collection engine. Subscribers or recipients wishing to view a selected movie or other media product may program a computer, digital video recorder or other viewing or playback device to download the content from the local content store at network edge. Because downloads need not be performed directly from the remote content providers, whose content may require transport over Internet backbone or other links incurring a per-megabyte or other metered cost, video and other consumers may enjoy better efficiency, lower cost and potentially more reliable access to digital content.